

Abstract:

A method and System for collective intelligence gathering by a group to achieve a pre-defined group goal when given only partial understanding of how they can achieve it. It includes means for creating a common perspective of the problem domain, means to judge the value of group-members observations, means for collective self-organizing and self-managing, and means for valuing group members' contributions to intelligence gathering. One preferred embodiment is a game that enables a large group of humans to determine the critical few actions and collaborations that lead to winning a basketball game viewed live or via broadcast TV. Another preferred embodiment is a game for maximizing the selling activity of a commercial sales group. The system can also monitor computer group-members working on a common task. An unsupervised neural network software agent fulfills the function of monitoring a computer's group-member's communications and data transfers with other computers in the group.